



**Gottlieb**™

# NEW YORK! NEW YORK!

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Engineered by  
Sigma Enterprises, Inc.

## OPERATION and MAINTENANCE Manual

**Gottlieb**  
AMUSEMENT GAMES

165 W. Lake Street, Northlake, IL 60164  
(312) 562-7400 Telex 72-8463  
A Columbia Pictures Industries Company

# **NEW YORK, N.Y.**

## **INSTRUCTION MANUAL**

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## I. GAME PLAY

Flying Saucer changes color with each direct hit. Saucer must be hit 7 times to score.

## II. POWER-UP AND OPERATION

An On-Off switch is located on the cabinet top in the right rear corner. In addition, a Pull-to-Cheat Interlock switch is mounted on the cabinet in a manner such that if the back door is removed, the game will shut off. The Switch Plunger can be pulled out to restore power while working on the game.

Plug the AC power cord into a grounded outlet of proper voltage.

Check the 3 sets of D.I.P. Option switches on the Control Board for proper setting. (See chart in Section IV of this manual.)

NOTE: Option switches are read only during normal power-up. For this reason, always turn game off when adjusting the Option switches.

When power is applied the Monitor will power up with the Attract Mode picture on it. Sometimes the Monitor may have a random dot pattern on power-up. This is normal, and the screen will reset in several seconds.

Insert coins into each Coin Chute. Credits will be displayed at the bottom right corner of the screen.

Start a game using the 1 or 2 player start buttons located on the Control Panel.

Adjust desired background music volume using the pot on the Sound Board. Adjust volume of all sounds using VR1 on the Control Board. (Located near connector CN1). The 3 pots located near connector CN5 adjust the relative values of the primary colors, and should not need adjustment unless the Monitor has been serviced.

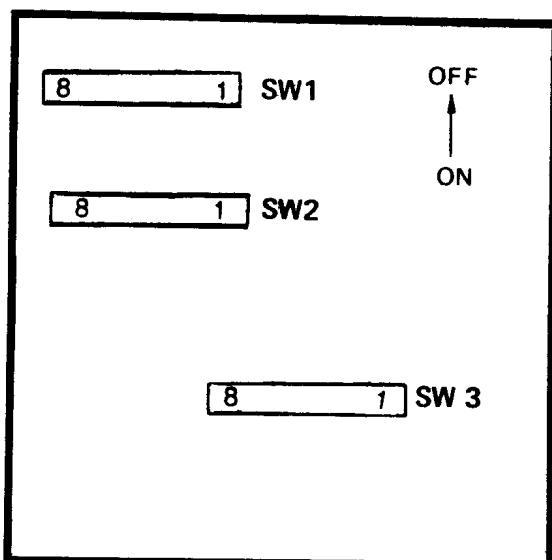
Player 1 score is displayed at the top left of the Monitor, and Player 2 score is at the top right. At the end of the game, the players rankings (down to 50th) are displayed, then the game returns to the Attract Mode.

## III. BOOKKEEPING AND SERVICE SWITCHES

The RED button located on the inside of the front door adds credits without affecting the coin count in bookkeeping. This enables the game to be played or serviced without changing the bookkeeping. The WHITE button, also located on the inside of the door, displays the coin count on the Monitor when pressed. The coin count is cumulative and non-resetable.

## IV. OPTION SWITCH SETTINGS

CAUTION: Switches are recognized only during normal power-up. Turn power off and on after changing switch setting.



## **SWITCH PAK 1**

	<b>SW1</b>	<b>SW2</b>	
Number of Bombs from UFO (Screen 3 or higher)	OFF	OFF	9
	ON	OFF	12
	OFF	ON	3
	ON	ON	6

	<b>SW3</b>	
Number of bombs from UFO (Screen 1 or 2)	OFF	6
	ON	9

Switches 4-5-6-7 have no function

	<b>SW8</b>	
Relative Volume of Voice	OFF	HIGH
	ON	LOW

## **SWITCH PAK 2**

	<b>SW1</b>	<b>SW2</b>
Coin, Credits		
1 Coin, 1 Credit	OFF	OFF
1 Coin, 2 Credits	OFF	ON
2 Coins, 1 Credit	ON	OFF
Free Play	ON	ON

Switches 3 and 4 have no function.

	<b>SW5</b>	<b>SW6</b>
Replay Score		
No Replays	OFF	OFF
5,000 Points	ON	OFF
10,000 Points	ON	ON
15,000 Points	OFF	ON

	<b>SW7</b>
Extra Missile Base Score	OFF
5,000 Points	ON

	<b>SW8</b>
Extra Missile Base Mode	OFF
Extra Base at SW7 Score	ON

No Extra Base

### **SWITCH PAK 3**

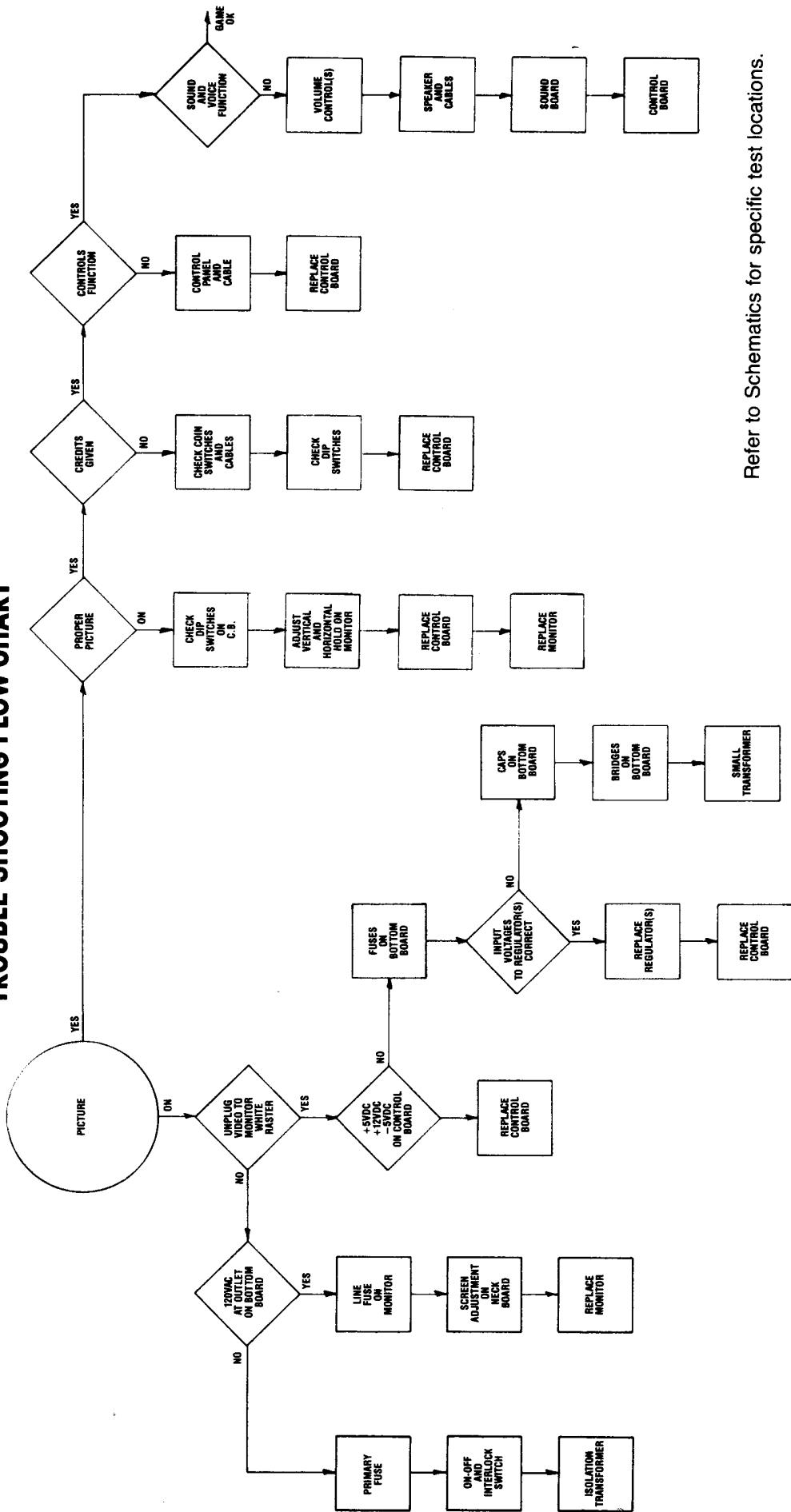
Picture Direction—Both Players	<b>SW1</b>
Standard	ON
Up-Side Down	OFF
Same Mode	<b>SW2</b>
Upright Cabinet	ON
Cocktail Cabinet	OFF
Vertical location of displayed picture	<b>SW3</b>
Horizontal location of displayed picture	<b>SW4</b>
+3	ON
+2	OFF
+1	ON
Neutral	OFF
-1	ON
-2	OFF
-3	ON
	<b>SW5</b>

NOTE: Switches 3 thru 8 should not need adjustment unless the Monitor is replaced by one manufactured by someone other than the original installed in the game.

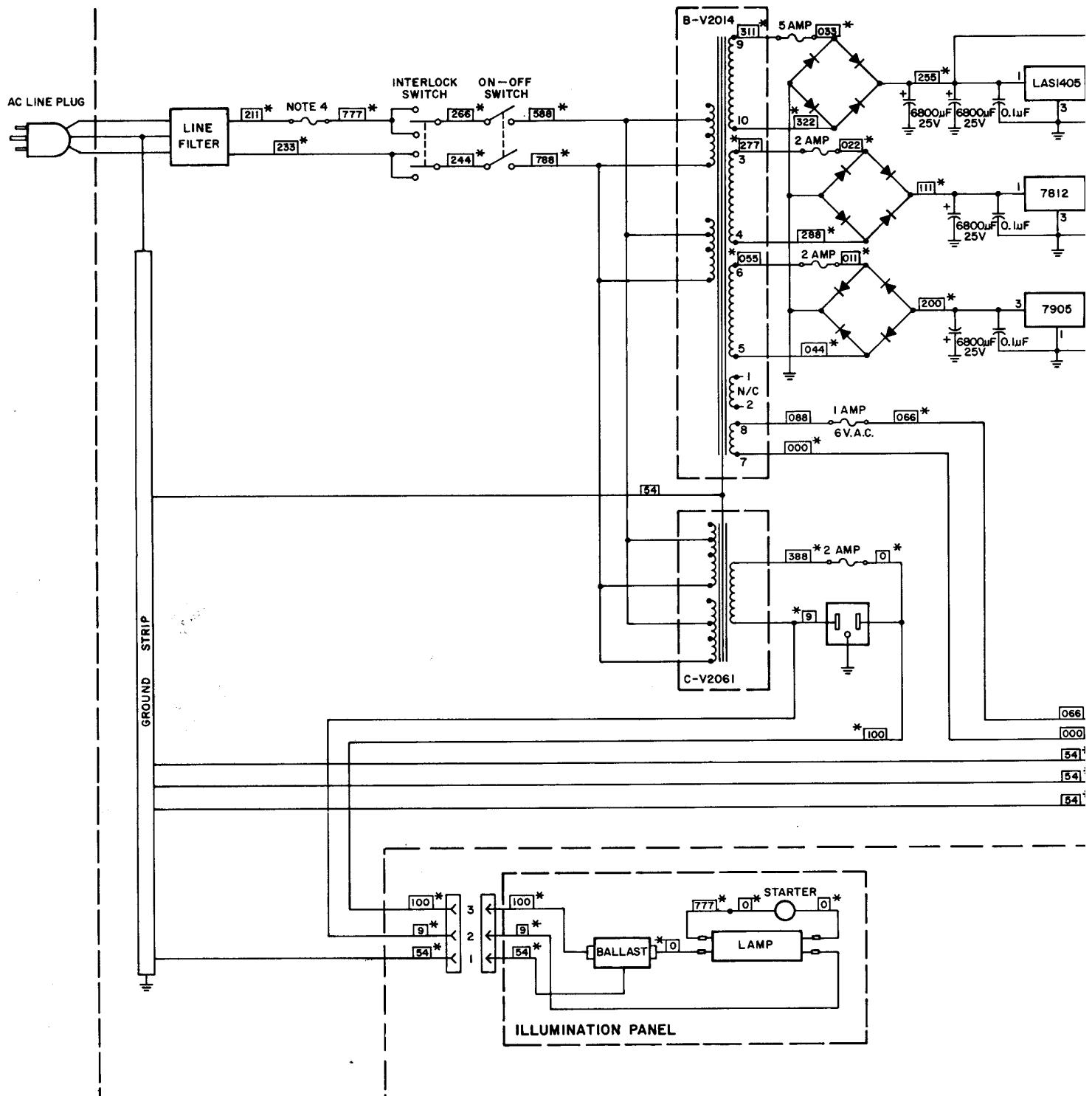
### **V. TROUBLESHOOTING:**

Most electronic troubleshooting will consist of isolating a faulty assembly and replacing that assembly on location.

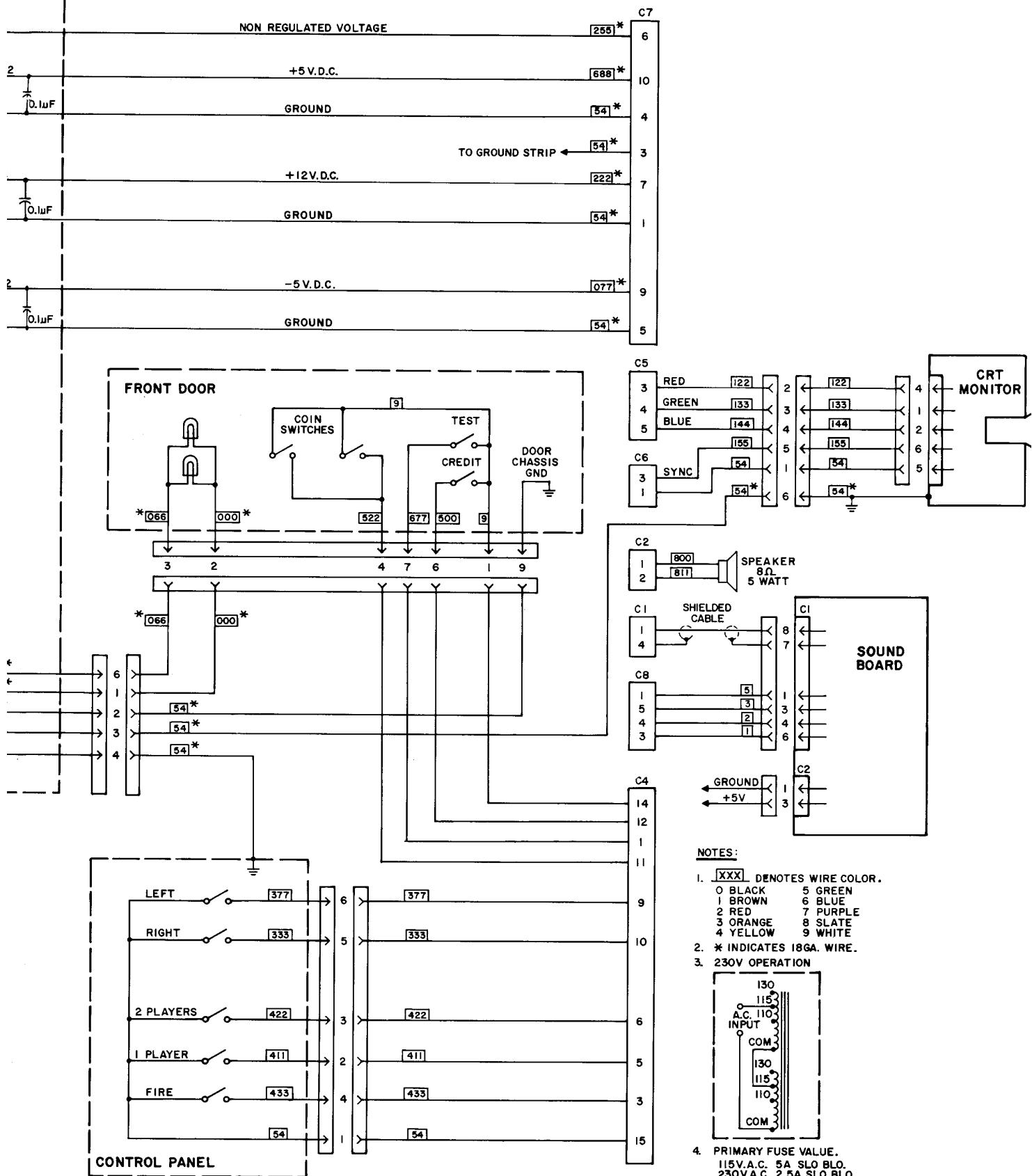
## TROUBLE SHOOTING FLOW CHART

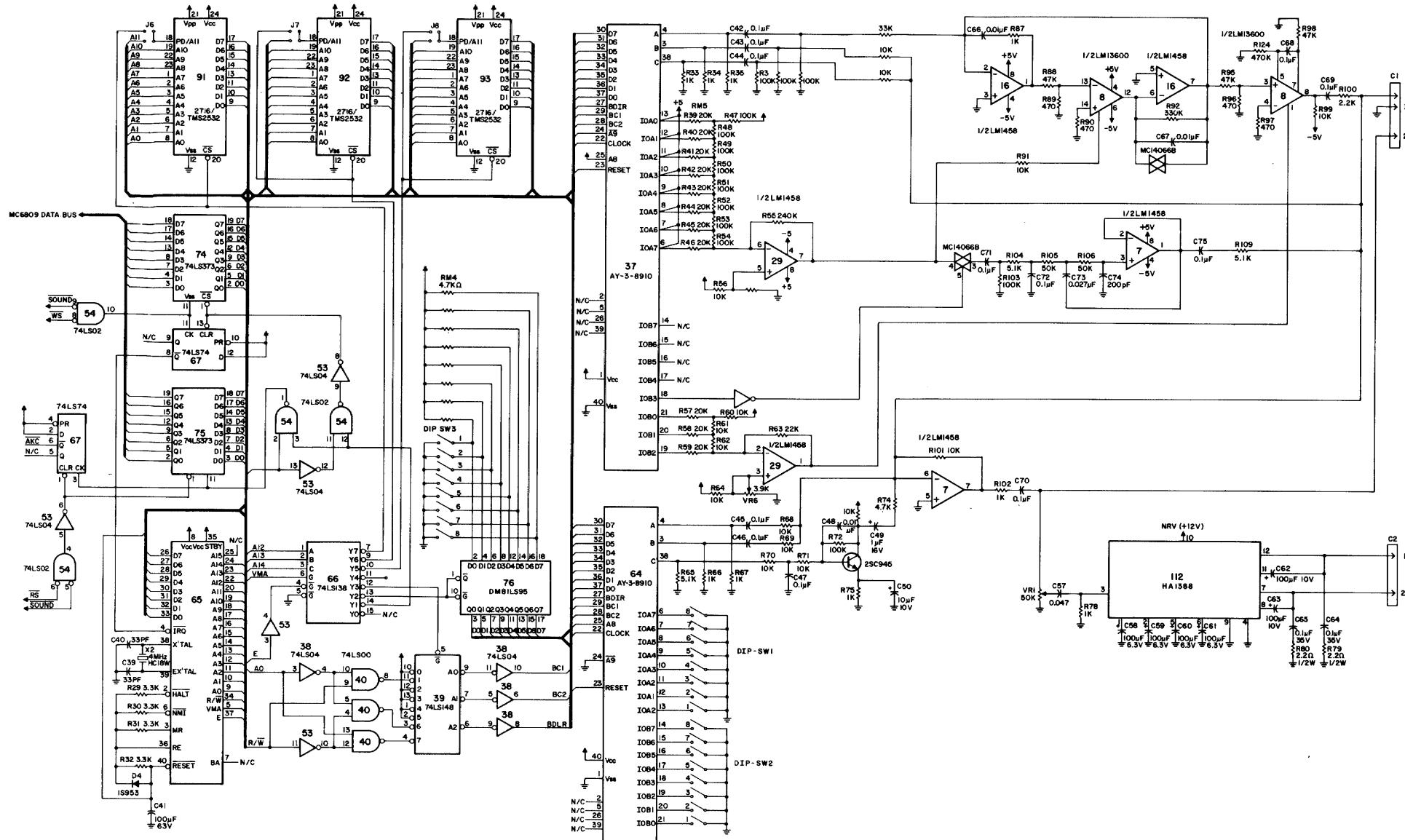


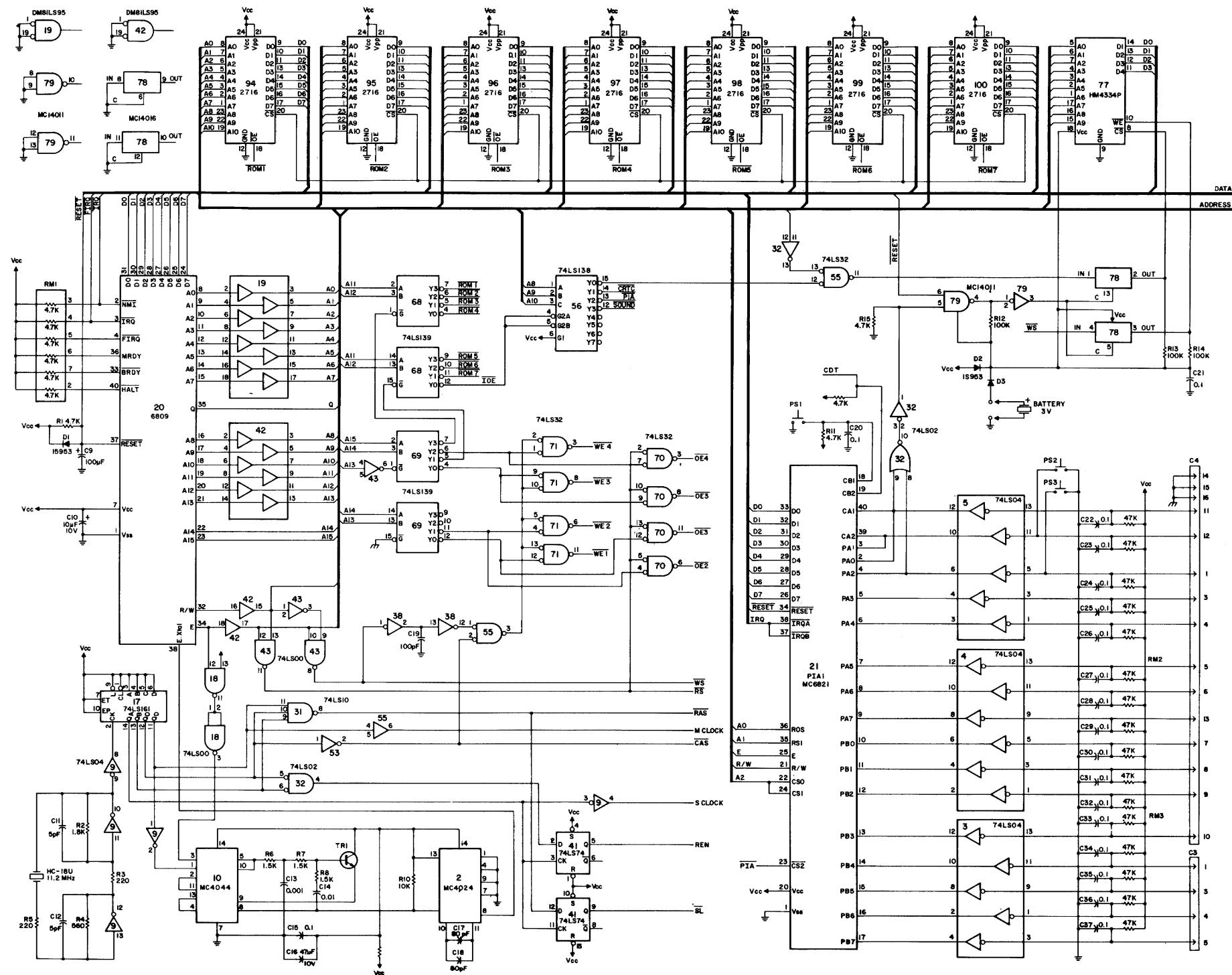
**BOTTOM BOARD**

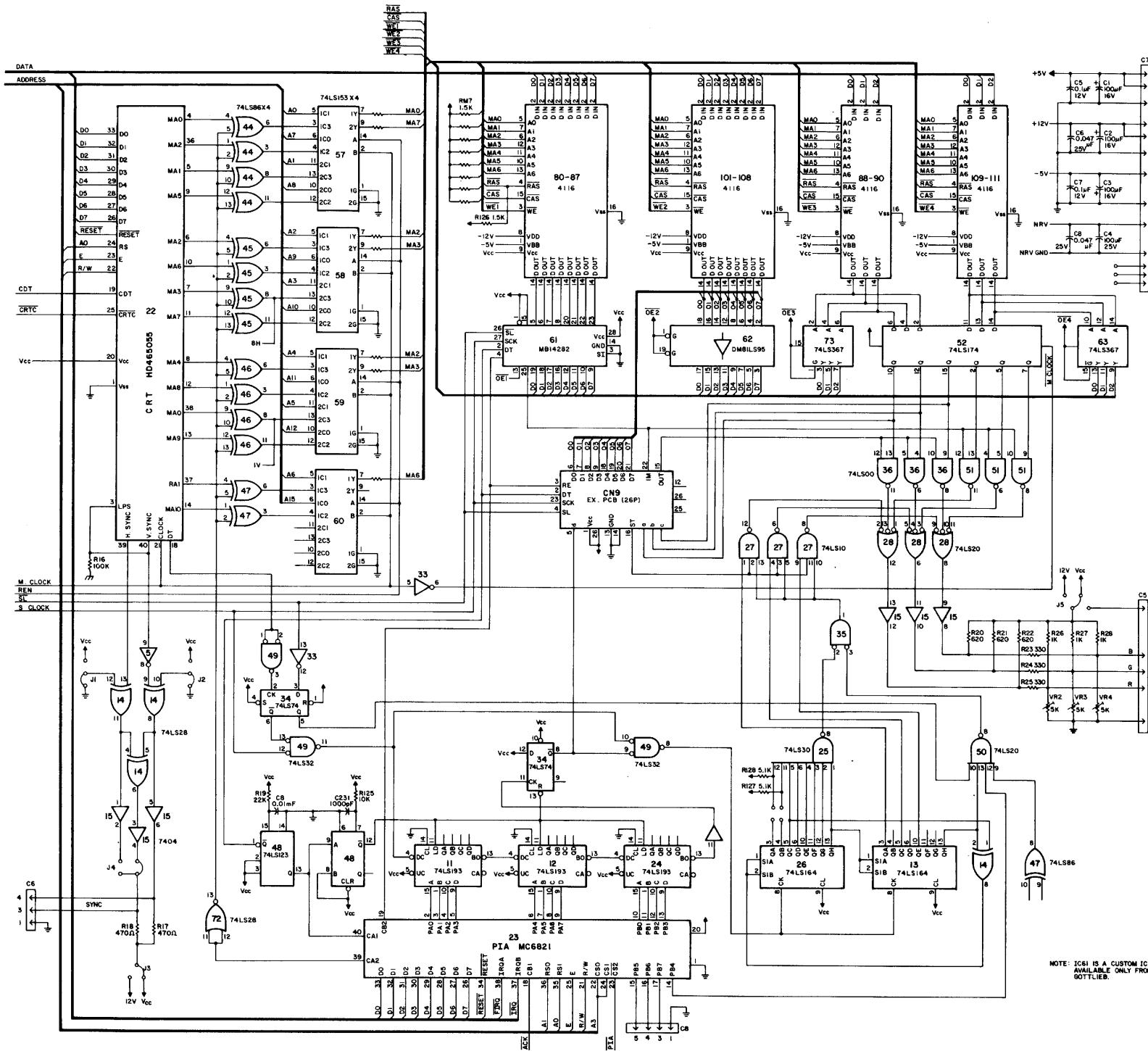


**PIN CONNECTORS  
MAIN CONTROL BOARD**

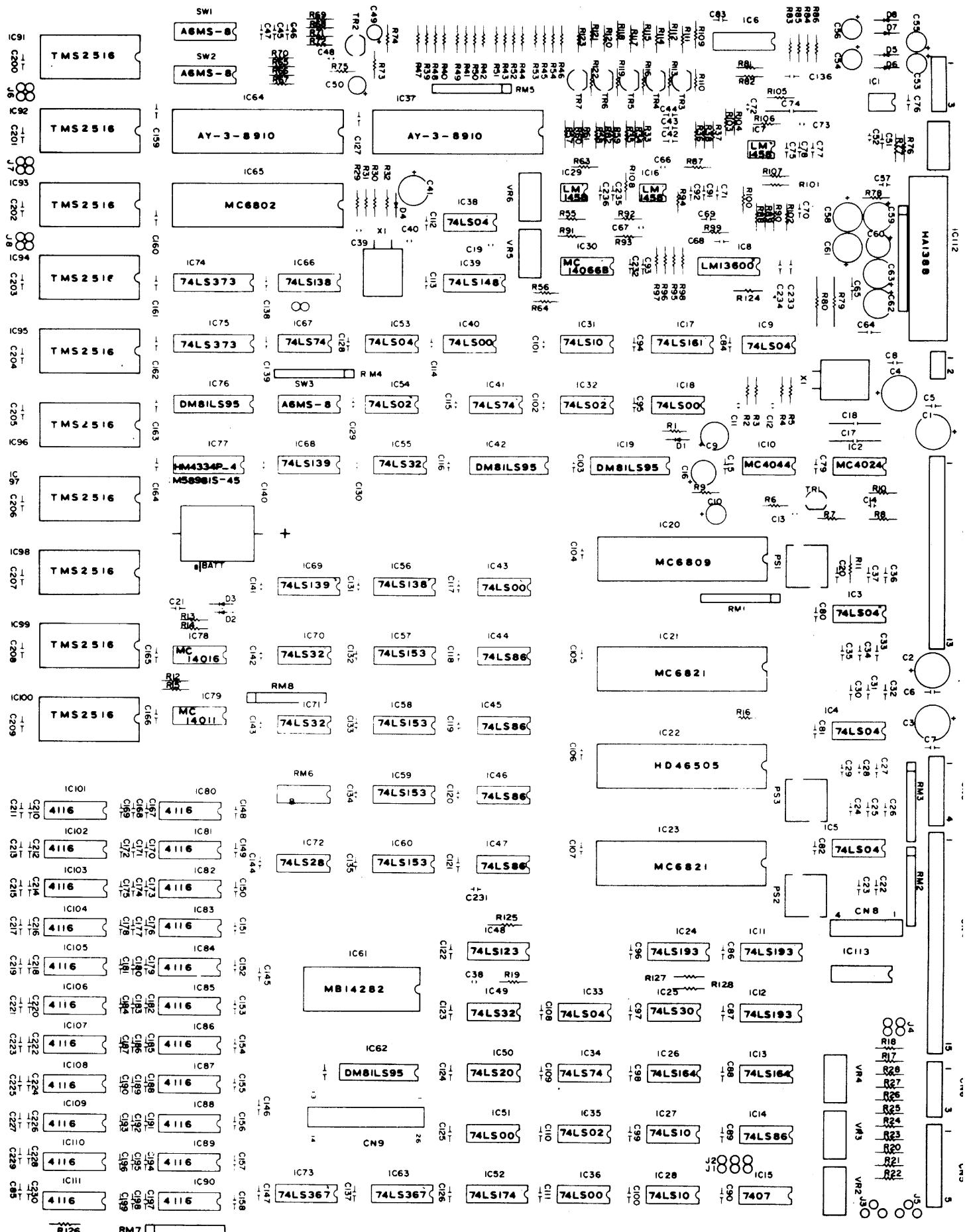


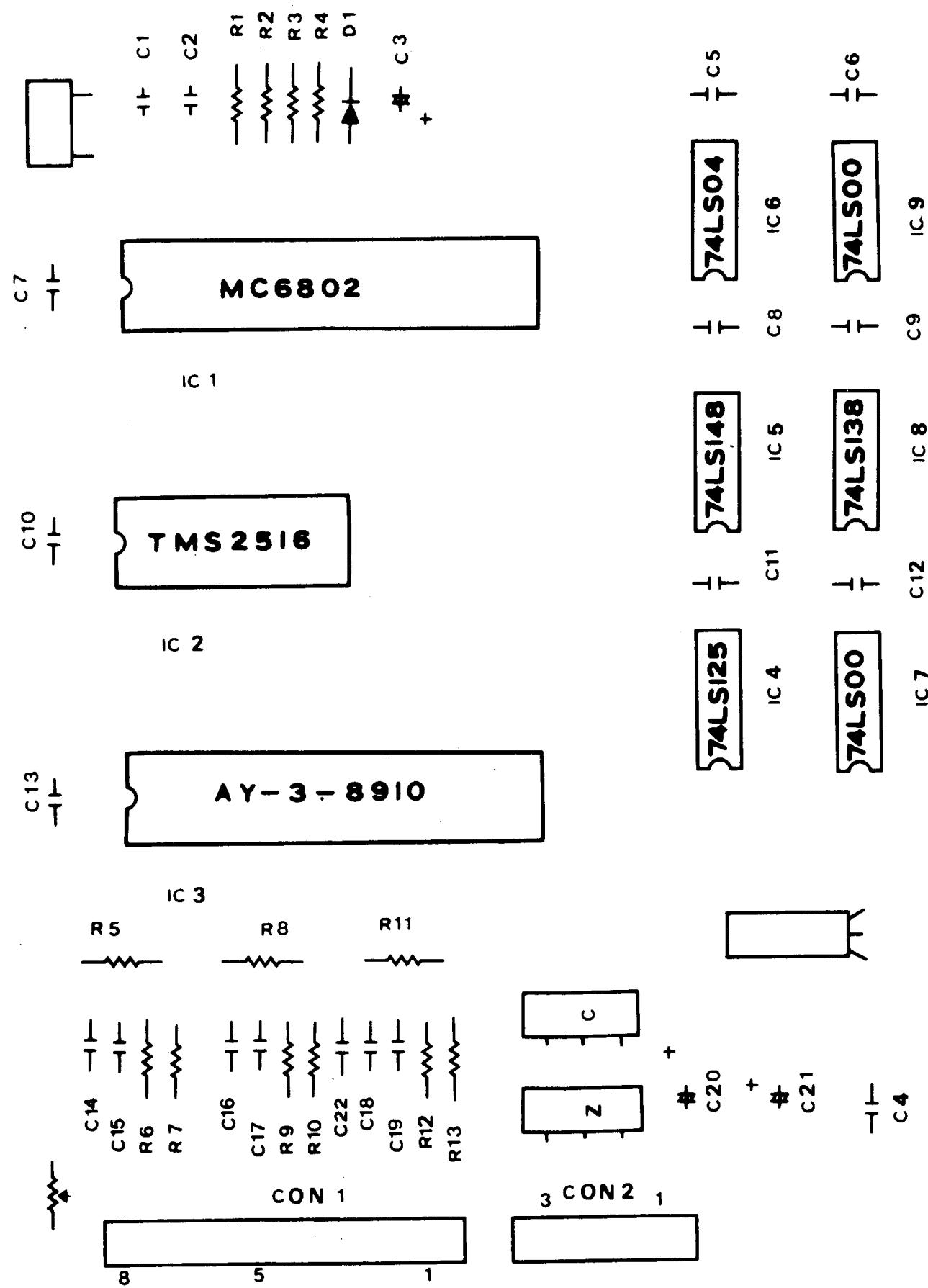


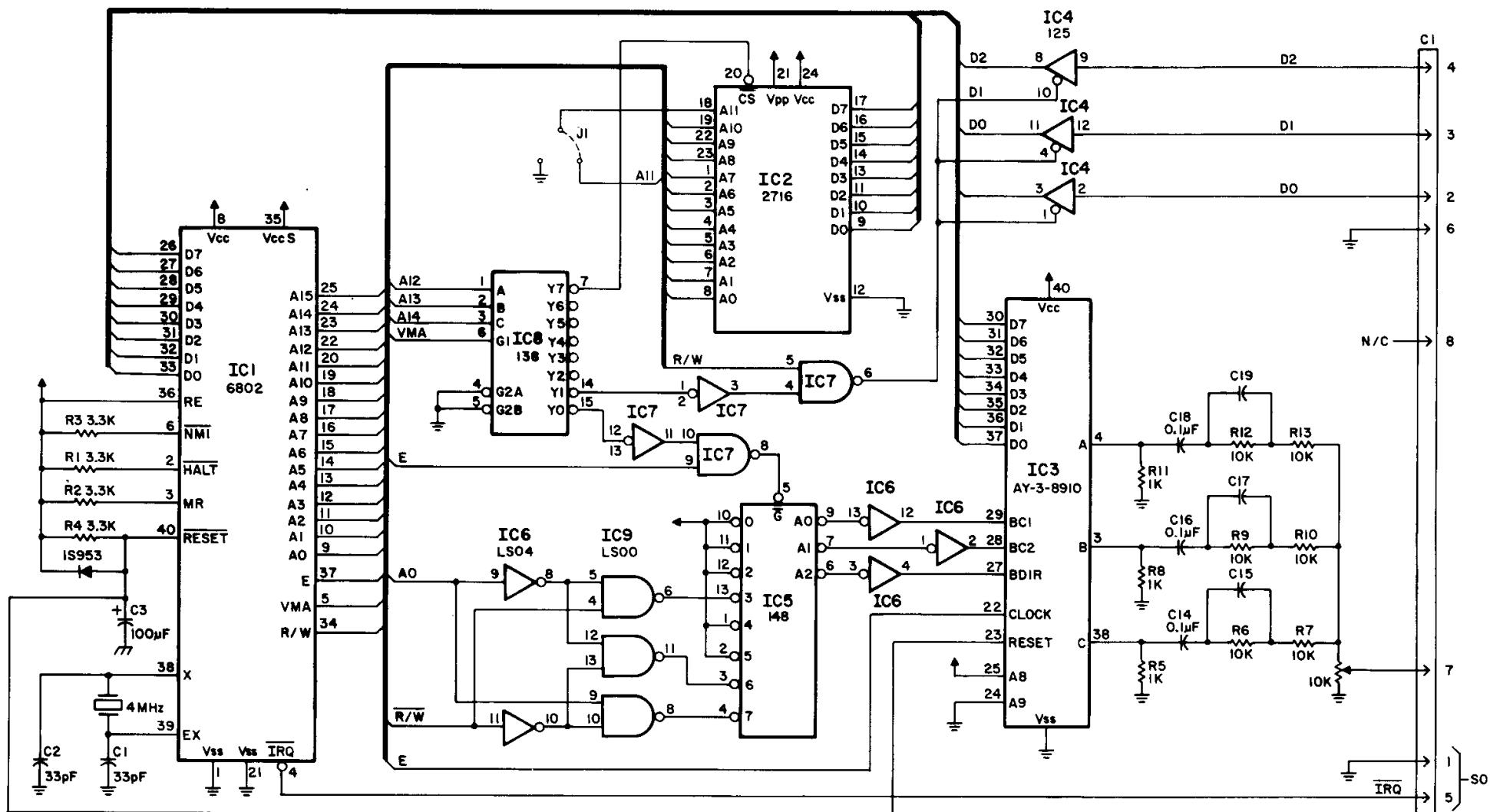




#### CONTROL BOARD COMPONENT LOCATION

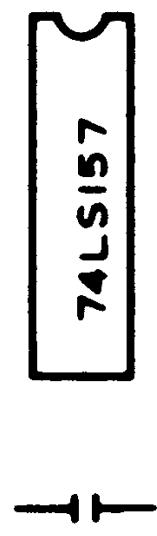






CN1

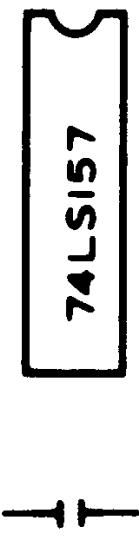
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IC2



IC5



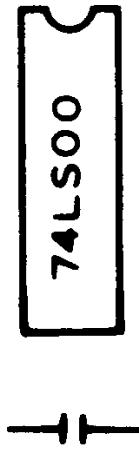
IC3



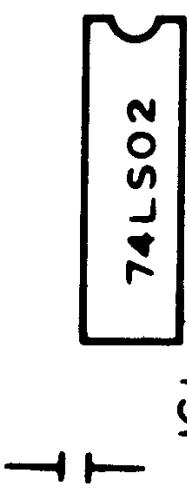
IC6



IC4



IC7



IC1



